### I. Essential Elements

- A. EWA Asset Sources/Rules
  - 1. Payments to EWA
  - 2. Share of New Facilities
  - 3. Water from Relaxed Standards
  - 4. Market Purchases/Options/Sales
  - 5. Borrowing
  - 6. Use of Unused Capacities
- B. EWA Asset Accounts/Rules
  - 1. Credits
  - 2. Holdings in Surface Storage
  - 3. Holdings in Ground Water Storage
  - 4. Money Accounts
- C. EWA Application Tools/Rules
  - Deferred Exports
  - 2. Water Options
  - 3. Water Purchases
  - 4. Release from Storage
  - 5. Transfers
  - 6. Groundwater Pumping
- D. Companion Tools for EWA + Rules
  - 1. Ground Water
  - 2. South Delta Storage and Connector
  - 3. Central Delta Storage (Webb Tract)
  - 4. Borrowed MWD Eastside Storage
  - 5. JPOD
  - 6. Screened CCF/Tracv
  - 7. Expanded Banks
  - 8. SOD Storage
  - 9. NOD Storage
  - 10. Borrowed Capacity
- E. Synergies
- L. Oynergies

## **II. Policy Decisions**

# III. EWA Dependencies

- A. Monitoring (CMARP)
- Guidance to CMARP for monitoring requirements for effective employment of EWA.
- B. Real-Time Information
  - 1. Project Operations
  - 2. Hydrology
  - 3. Biology
  - 4. Water Forecasts

### **IV.EWA Costs**

- A. Pumping to and from Groundwater
- B. Pumping to and from Storage Reservoirs
- C. Pumping from Delta
- D. Conveyance

- E. Storage
- F. Lost Hydropower
- G.

### V. Other Factors Affecting EWA

- A. DCC Closure
- B. HOR Barrier
- C. South Delta Barriers
- D. Screening CCF/Tracy
- VI.Interaction with Water Quality
- VII. Interaction with Water Supply
- VIII. Effects of EWA
  - A. Environmental Benefits
    - 1. Reduced Salvage
    - 2. Improved Delta Outflows/QWEST
    - 3. Improved Timing of Exports
    - 4. Shift in Export Location (Delta islands)
    - 5. Improved Reservoir Storage (reduced releases to exports)
  - B. Incidental Environmental Impacts
    - 1. Shift Impacts to Other Species (striped bass)
  - C. Water Bank/Market
  - D. Water Quality
  - E. Water Supply
  - F. Agriculture
  - G. Urban Water Supply
- IX.Experiences from Gaming Exercise (What we learned)
- X. Issues Raised during Gaming
  - A. Issues
  - B. Negotiating Points
  - C. What we did to resolve them